EP 0 817 123 A2

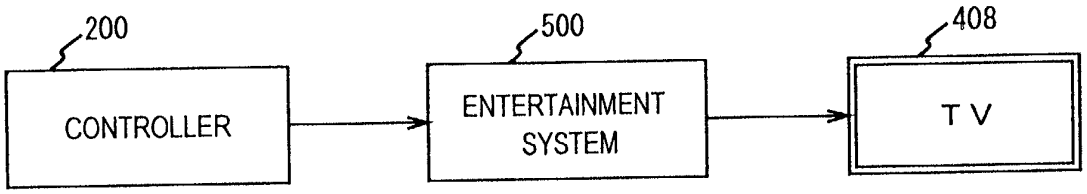

FIG. 1

Document ID: 2252929

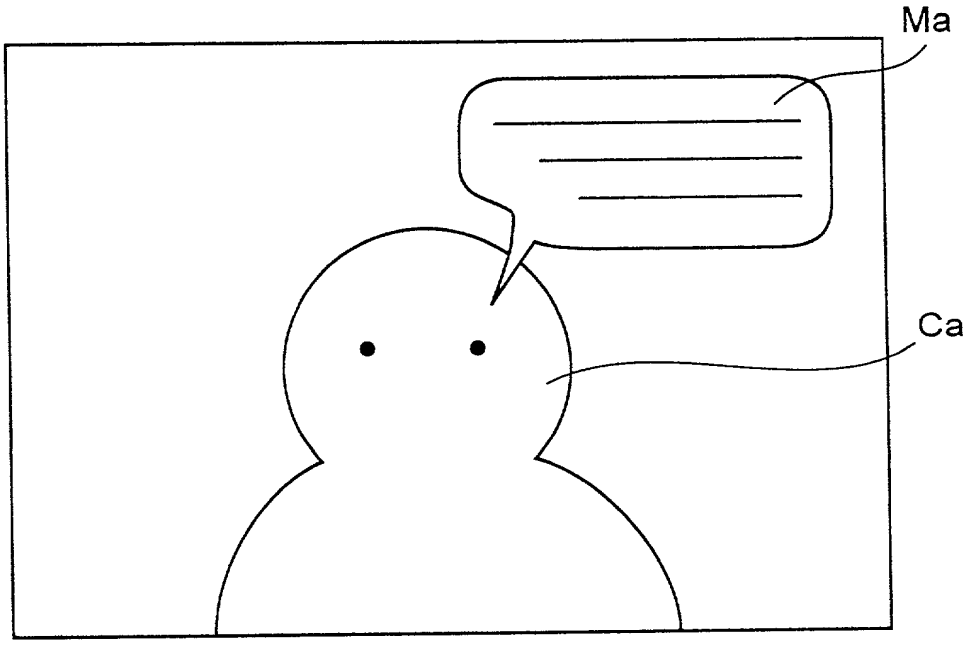

FIG. 2

CHANGE \ MODE	JOY	ANGER	SADNESS	NORMAL	DECISION
RAPID "0" → HIGH VALUE → RAPID "0"	JOY DEPENDING ON THE MAXIMUM VALUE	ANGER DEPENDING ON THE MAXIMUM VALUE	SADNESS DEPENDING ON THE MAXIMUM VALUE		POSITIVE RESPONSE
GRADUAL "0" → ABOVE STIPULATED VALUE → GRADUAL "0"	GET UNHAPPY	ANGER SUSIDES	SADNESS IS SOOTHED	MOOD GETS WORSE	POSITIVE RESPONSE
GRADUAL "0" → ABOVE STIPULATED VALUE → RAPID "0"	GET HAPPY A LITTLE AT A TIME	GET ANGRY A LETTLE AT A TIME	GET SAD A LITTLE AT A TIME	MOOD GETS BETTER	NEGATVE RESPONSE
RAPID "0" → STIPULATED VALUE 1 → RAPID "0"					POSITIVE RESPONSE
RAPID "0" → STIPULATED VALUE 2 → RAPID "0"					NEGATIVE RESPONSE

FIG. 3

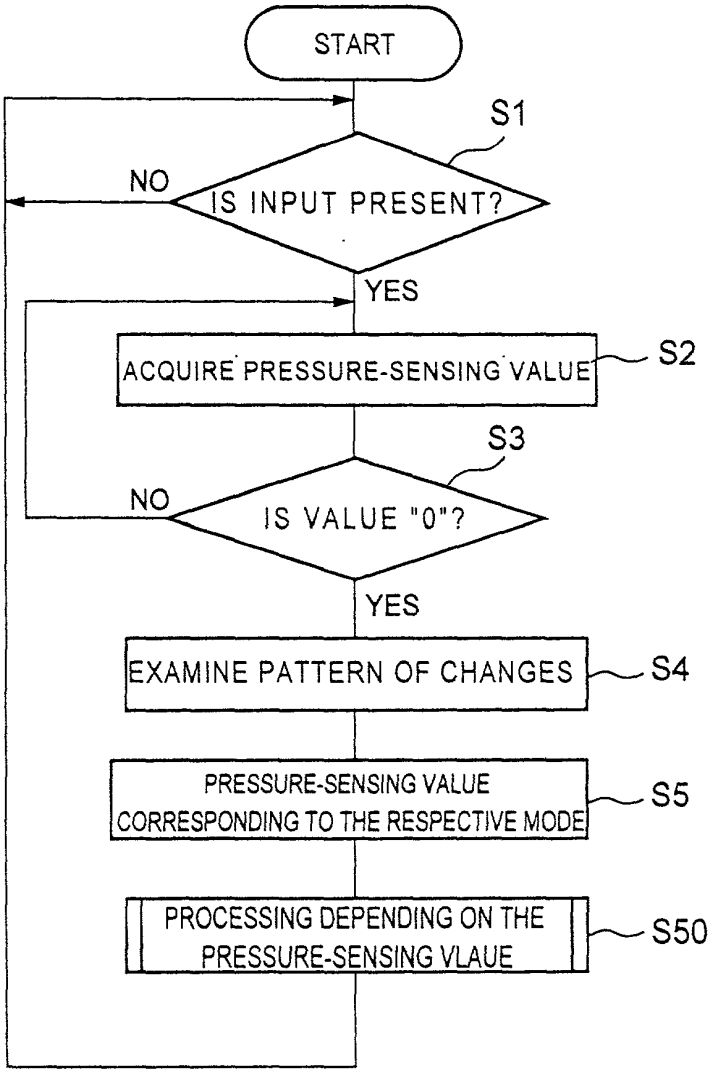
START
S1
NO
IS INPUT PRESENT?
YES
ACQUIRE PRESSURE-SENSING VALUE
S2
S3
NO
IS VALUE "0"?
YES
EXAMINE PATTERN OF CHANGES
S4
PRESSURE-SENSING VALUE
CORRESPONDING TO THE RESPECTIVE MODE
S5
PROCESSING DEPENDING ON THE
PRESSURE-SENSING VLAUE
S50

FIG. 4

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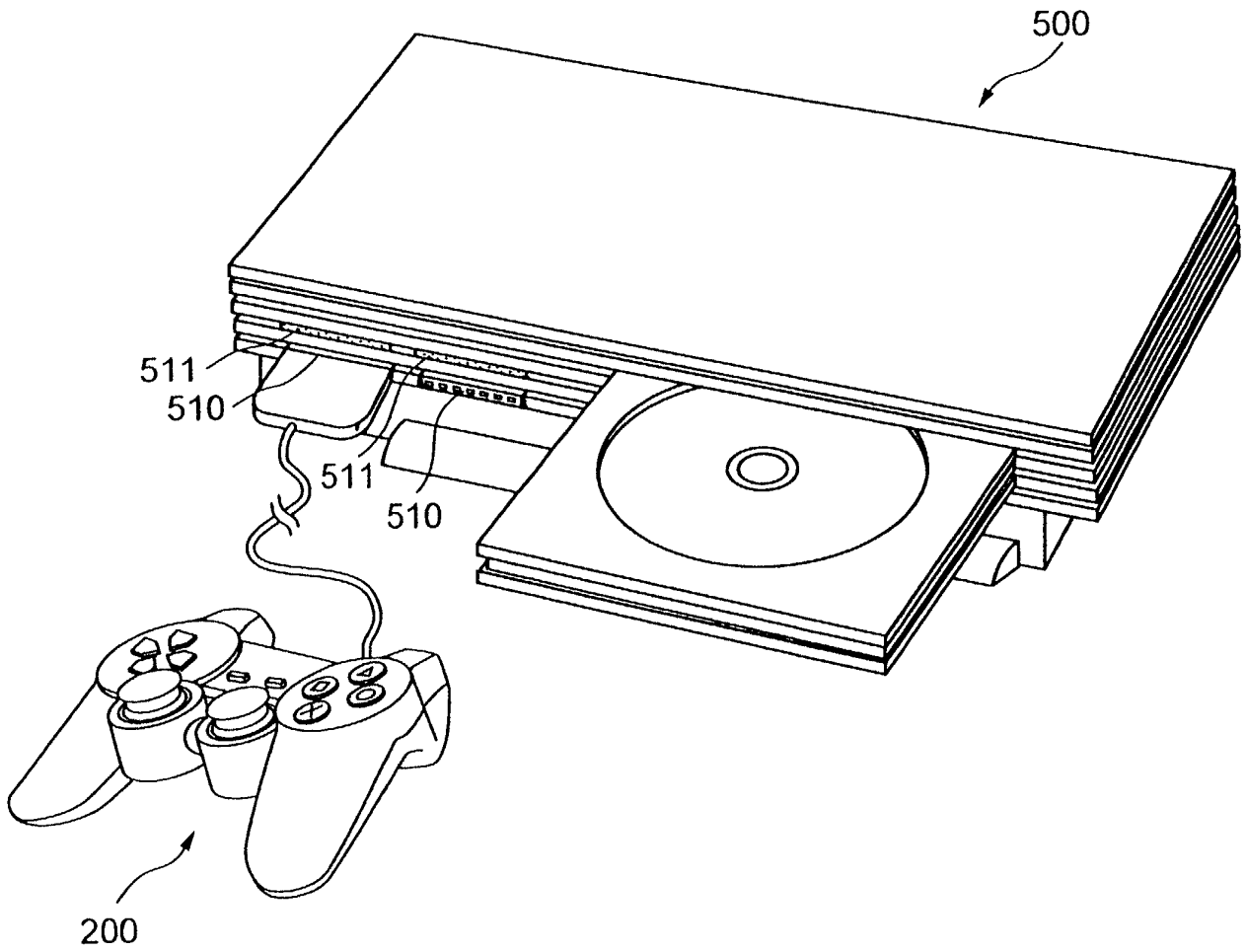

FIG. 5

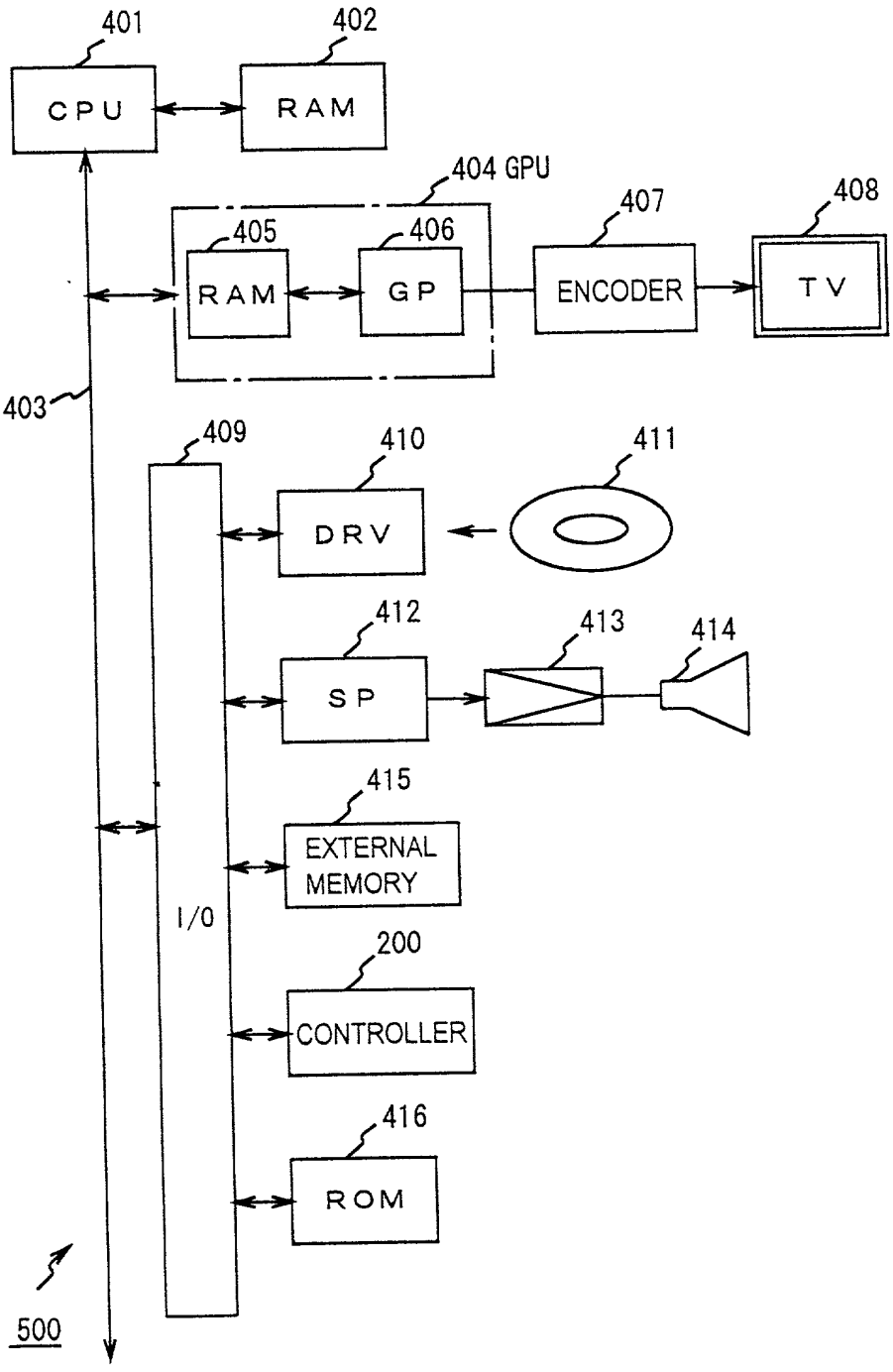
401
CPU
402
RAM
404 GPU
405
RAM
406
GP
407
ENCODER
408
TV
403
409
410
DRV
411
412
SP
413
414
415
EXTERNAL MEMORY
I/O
200
CONTROLLER
416
ROM
500

FIG. 6

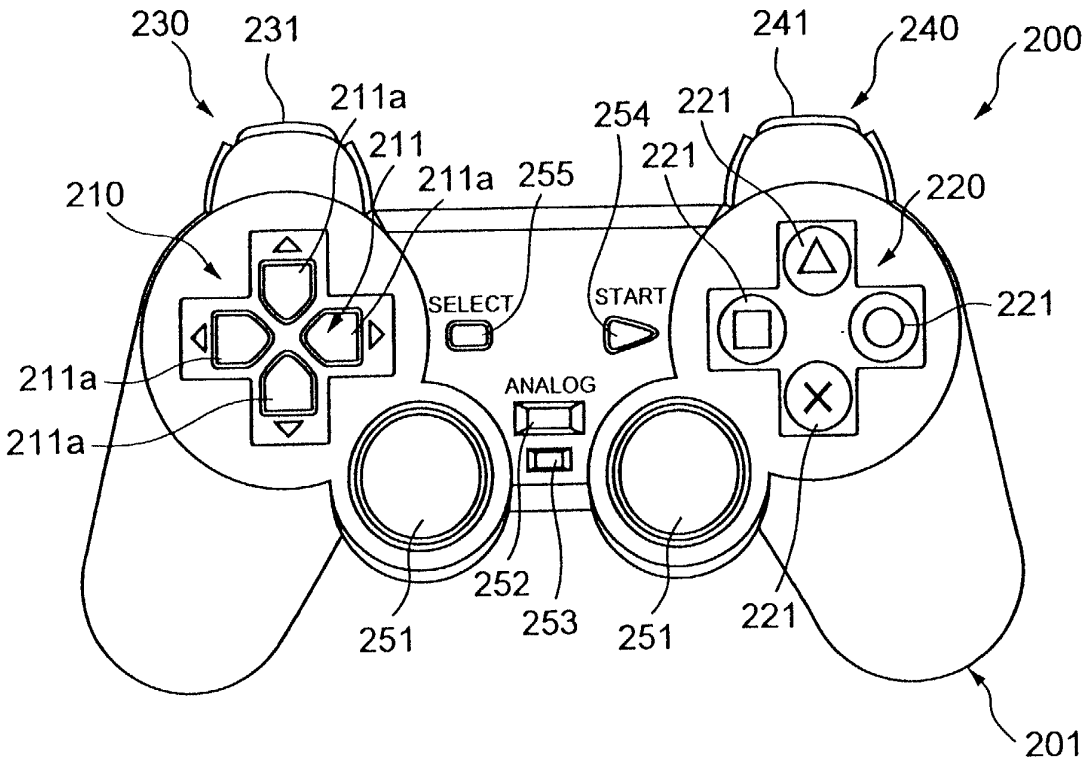
230
231
211a
211
211a
255
254
221
241
240
200
210
221
220
SELECT
START
221
211a
211a
ANALOG
252
253
251
251
221
201

FIG. 7

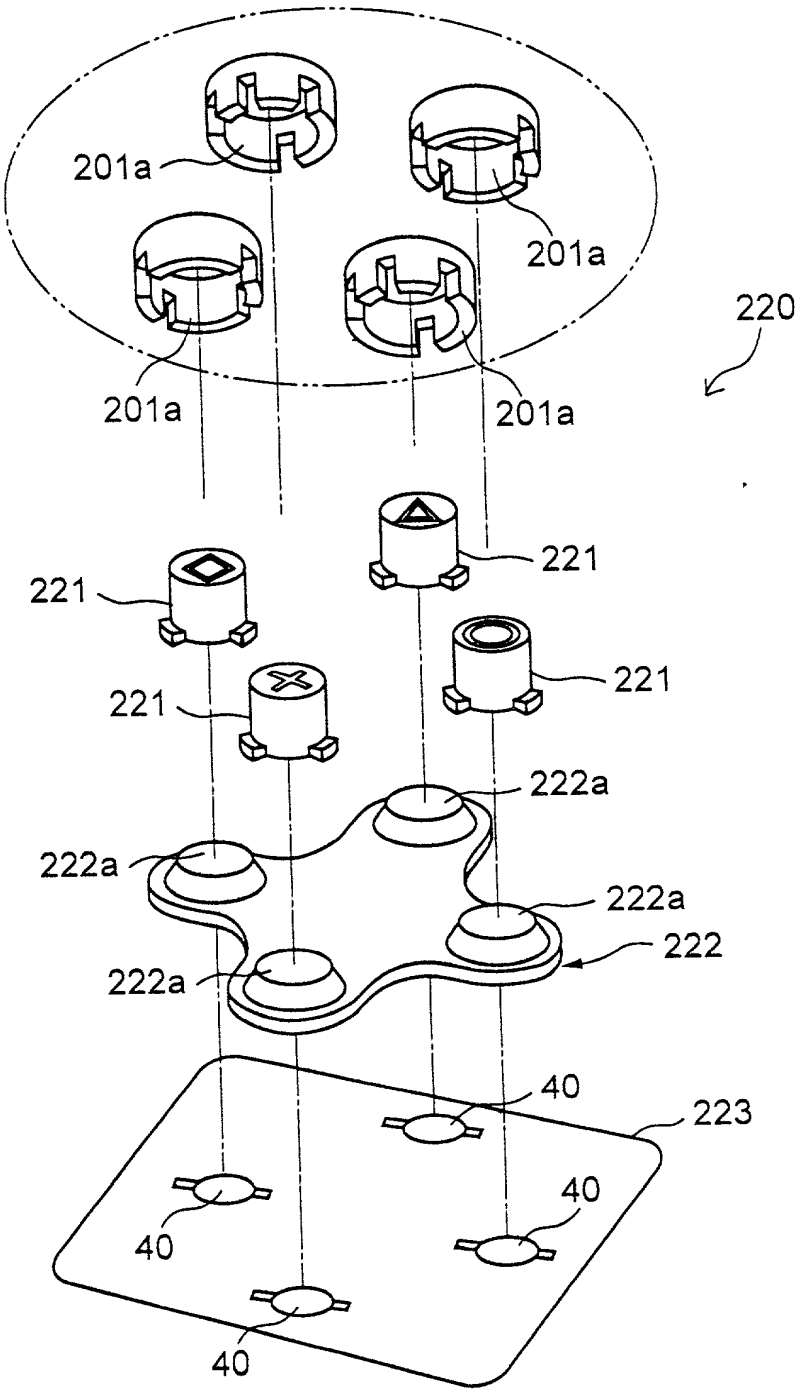
201a
201a
201a
201a
220
221
221
221
221
222a
222a
222a
222a
222
40
40
40
40
223

FIG. 8

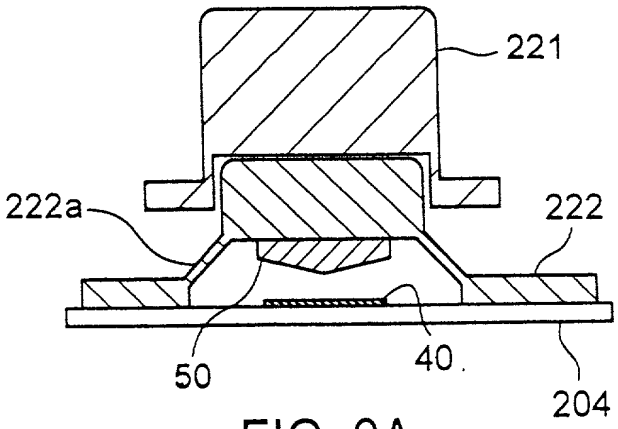

FIG. 9A

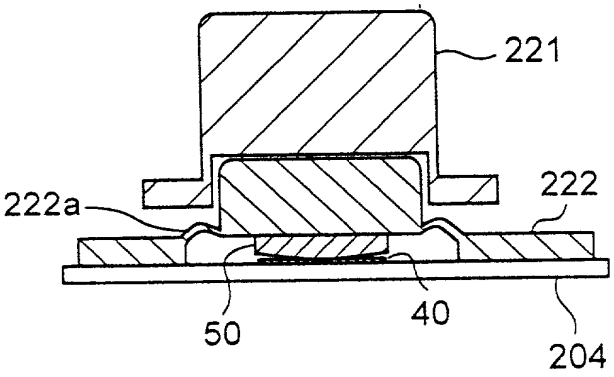

FIG. 9B

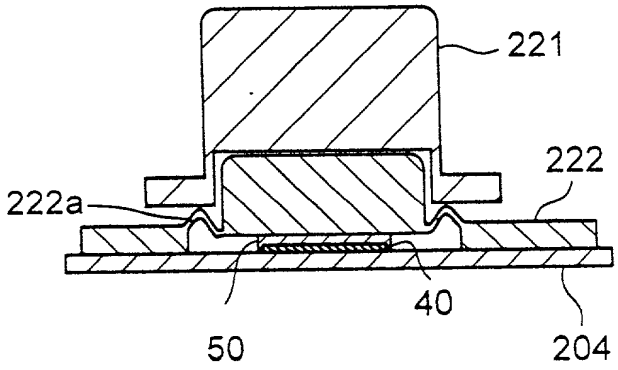

FIG. 9C

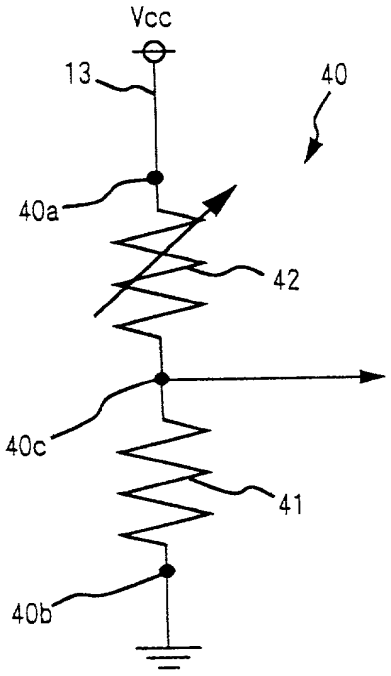

FIG. 10

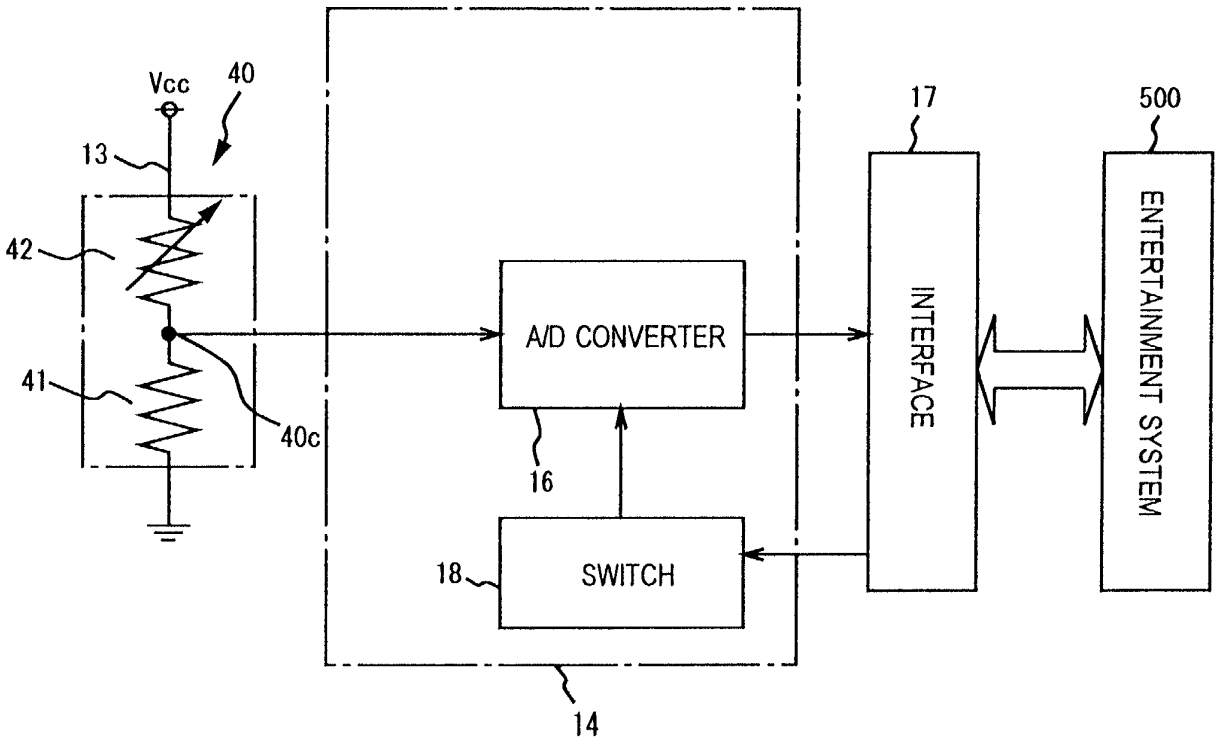
Vcc
40
13
42
41
40c
A/D CONVERTER
16
18
SWITCH
14
17
INTERFACE
500
ENTERTAINMENT SYSTEM

FIG. 11

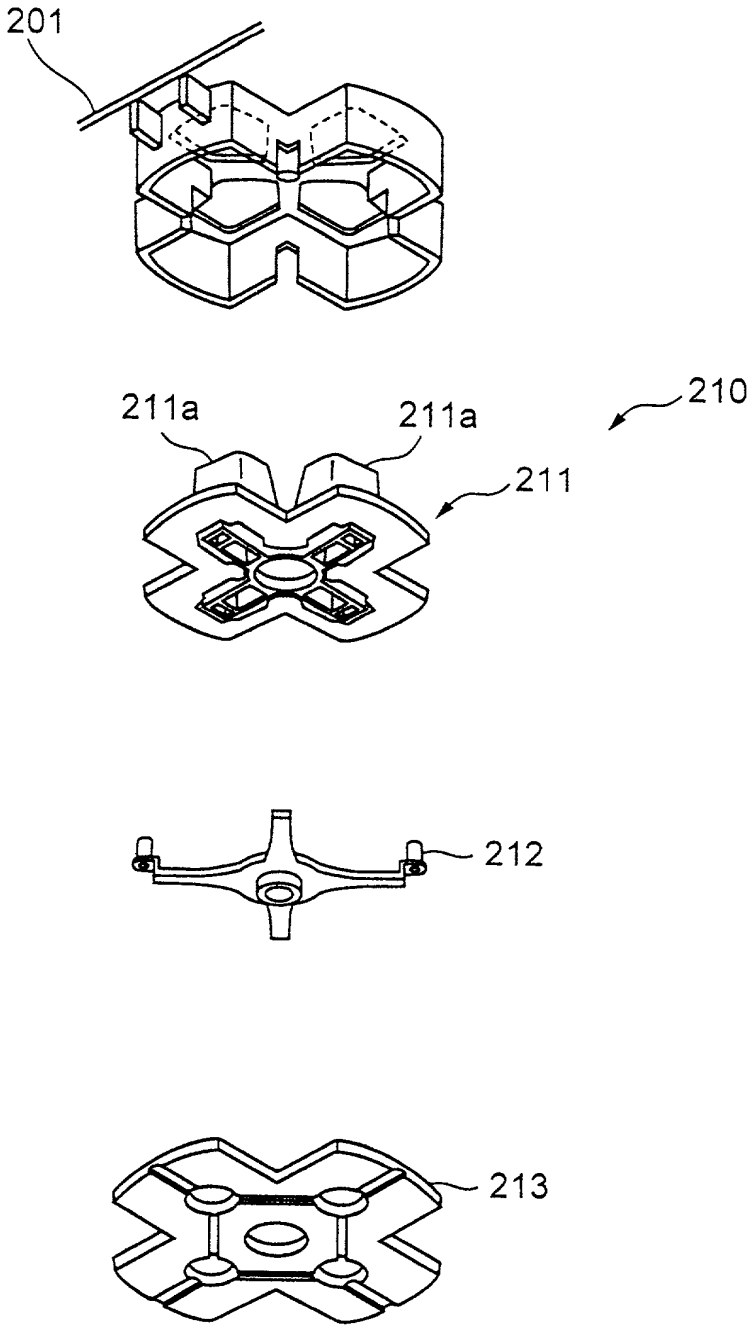

FIG. 12

Document Classification

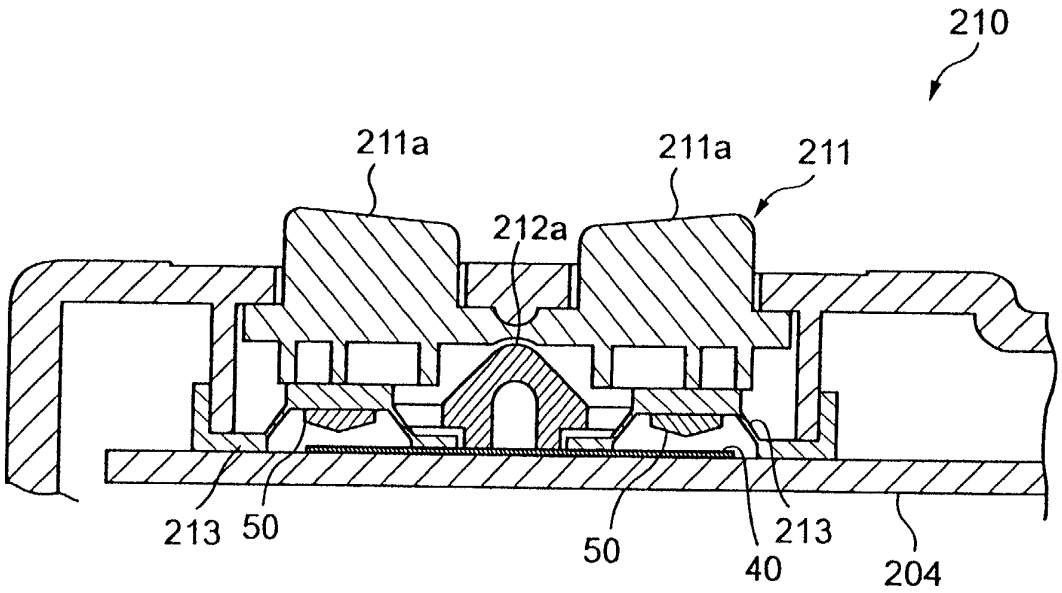

FIG. 13

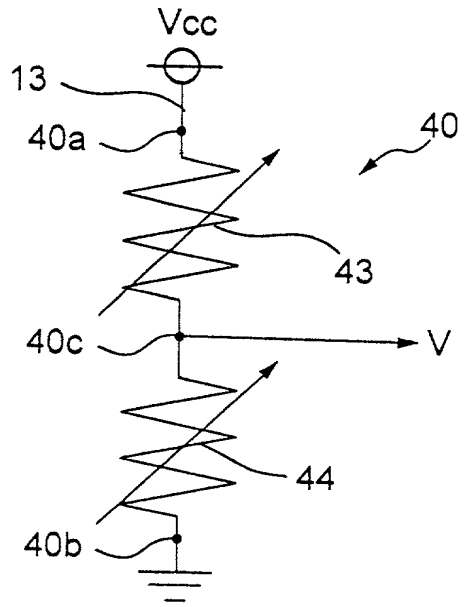

FIG. 14

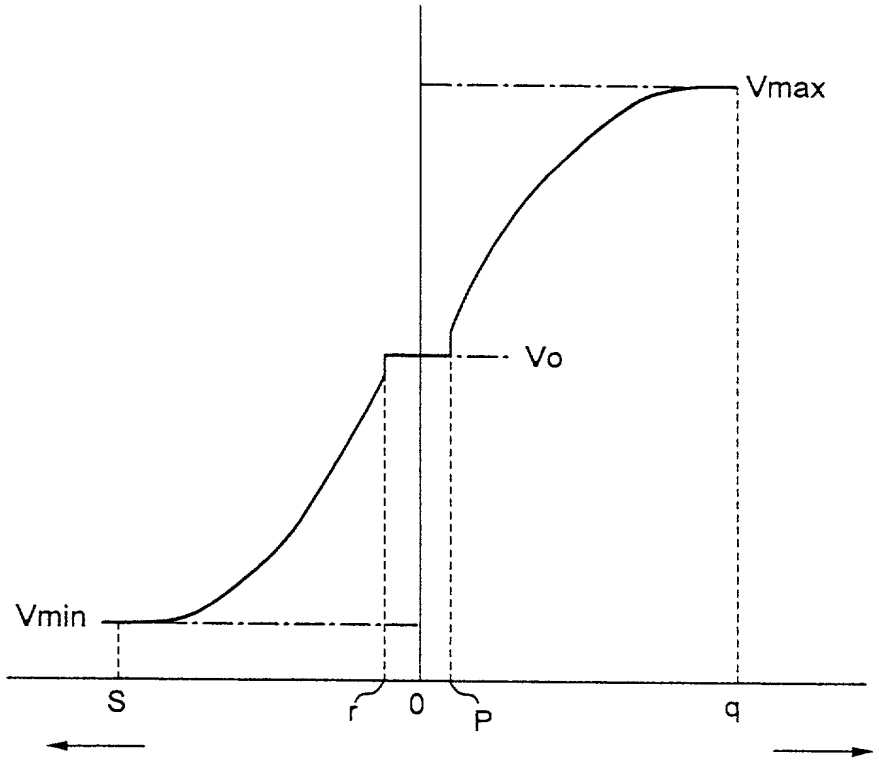

FIG. 15

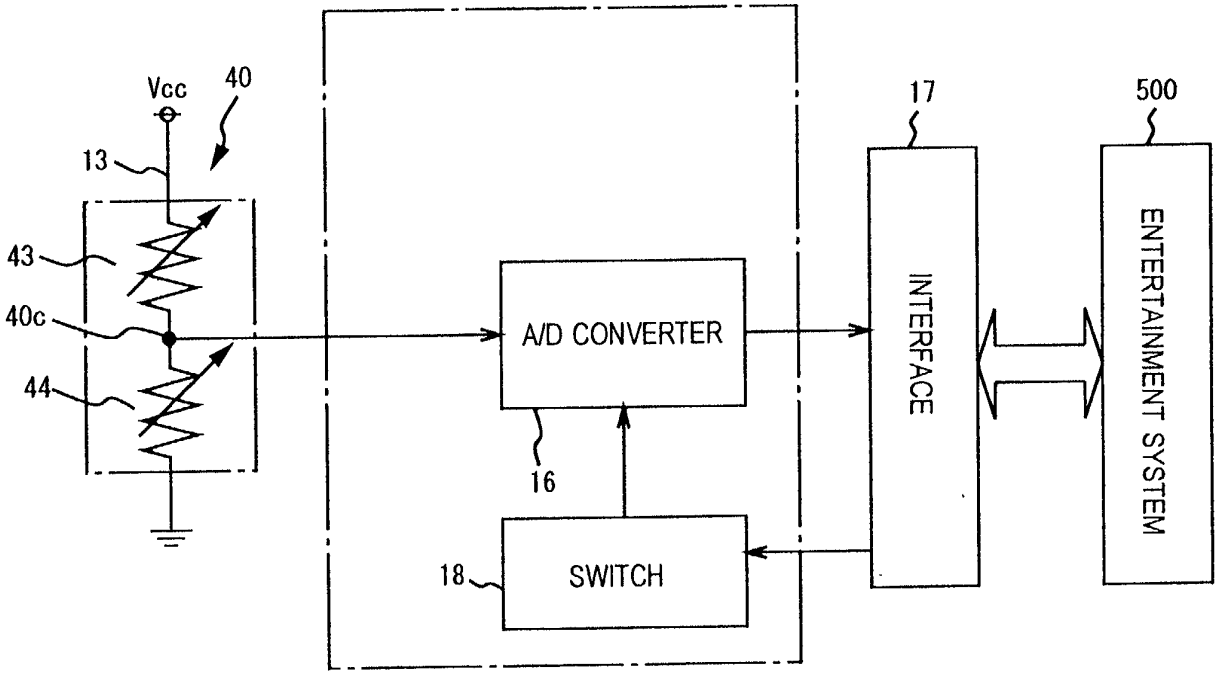
Vcc
40
13
43
40c
44
A/D CONVERTER
16
18
SWITCH
17
INTERFACE
500
ENTERTAINMENT SYSTEM

FIG. 16

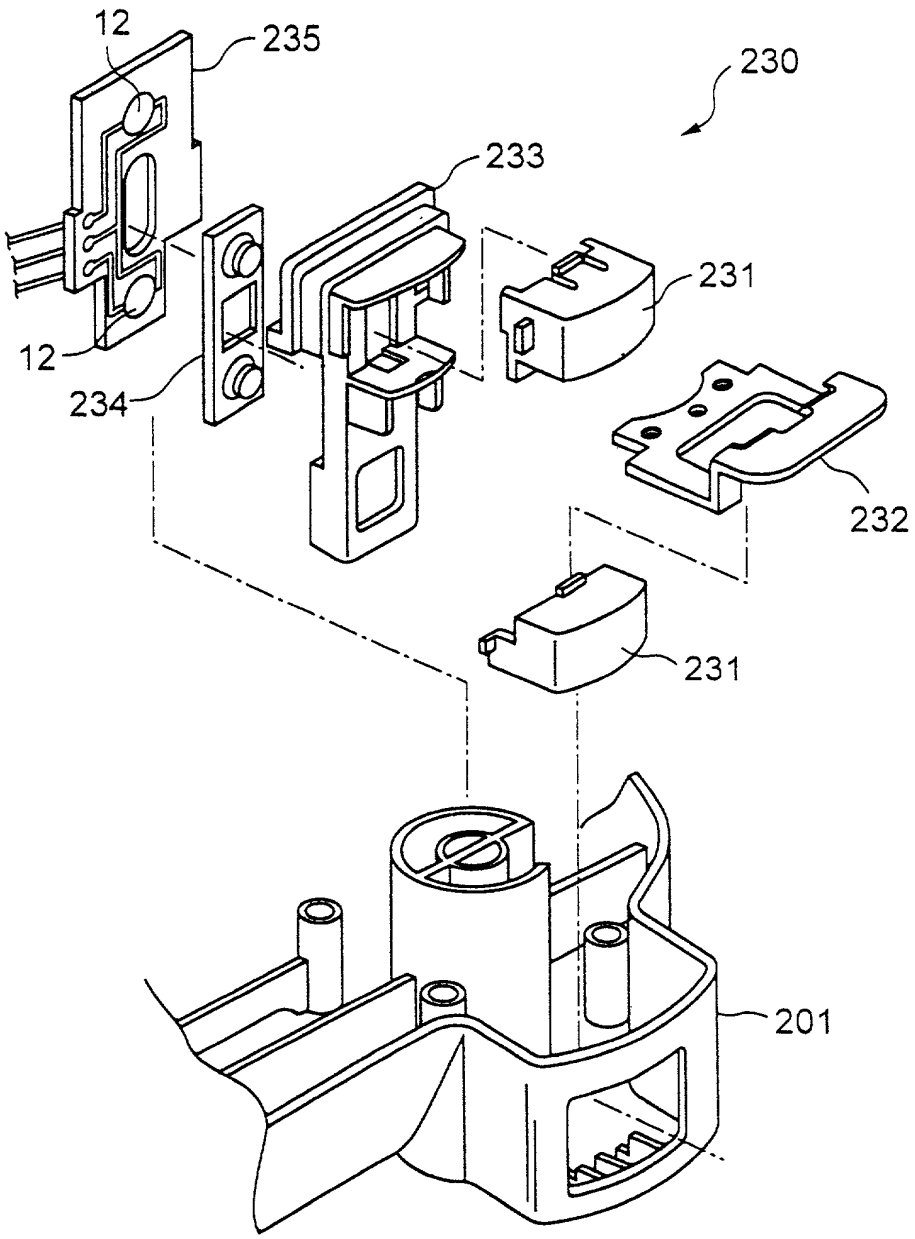

FIG. 17